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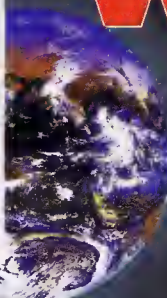
# ST ACTION

The World's Only  
ST Games Magazine

ISSUE 68 • DECEMBER 1993 • WORTH £3.95

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say whether Jaguar is king



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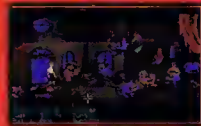
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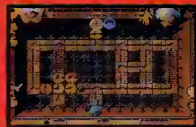
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**We take a look at Atari's Jaguar as well as some consoles of the present and future which it has to compete with**

It's well known by most gamers that home computer entertainment systems could never hope to offer the same powerful gameplay and outstanding graphics as a dedicated arcade machine.

Well, it seems all that is about to change with the introduction of Atari's 64-bit Jaguar console (and other soon to be released machines such as the 3DO), which offers stunning 24-bit graphics – a rather techie way of saying you can get over 16 million colours for game graphics. This kind of quality far exceeds even that offered by most arcade machines.

The Jaguar packs some power which is provided by pretty advanced hardware which can manipulate graphics at a stunning speed, adding up to a console system which is capable of knocking the current console giants Sega and Nintendo out of the limelight and into the nearest black hole.

But how will it compare against the upcoming consoles such as the 3DO, Amiga CD32, Sega Saturn and the alleged new machine from the Nintendo and Silicon Graphics alliance?

Well, from the technical specifications, it beats the current consoles, as well as the new machines, hands down. But will high tech specs be enough to make the

Jaguar  
the

## JAGUAR SPECIAL EFFECTS

**Texture Mapping** – The ability to "wrap" a simple or complex image onto a 2D or 3D object. As an example, in a 3D game like Epic, you could have a digitised picture of yourself on the side of a ship that will conform to the surface. This allows for incredible detail in 3D games rather than boring solid colours.

**Morphing** – Animate and inanimate objects can be smoothly transformed from one shape to another. A good example of this effect is when the T1000 in the Terminator 2 film literally "pours" itself into a helicopter, much to the consternation of the pilot.

**Warping** – Any image can be stretched, skewed, rotated or

pulled in any way the programmer desires. Very useful for simulating interactions between physical objects, such as a bouncing ball, which obviously flattens a little when it hits the ground. This also makes creating cartoon-like imagery very easy too.

**Lighting** – Single or multiple sources of lighting can be defined. It is then possible to create realistically shaded objects which enhances the overall visuals of a 3D game.

**Transparency** – This feature allows the programmer to generate effects which are normally extremely time consuming in computer graphics. They can be used to simulate smoke and shadows for example.

number one games machine?

The real success of any entertainment system, be it a computer or a console, is mostly due to the standard of available software.

Initially, the technical specifications of the console will probably gain the interest of the software manufacturers, then, with such interest gained, it is up to the manufacturer of the console to ensure that the software developers are supported, and that software development is quickly established, hopefully in large quantities before the machine is launched.

The Jaguar specs are impressive indeed, with 16 million

plus colours for games, along with the processing power of its 64-bit architecture, compared to its competitors' 16 and 32-bits, and the ability to process 850 million pixels per second (the 3DO – Jaguar's main rival – reportedly processes 64 million per second).

To back up this impressive specification, Atari have allegedly signed a \$500 million deal with IBM who are to manufacture the Jaguar. IBM will also be responsible for sourcing the electronic components used in the making of the machine.

With the might of IBM behind the manufacturing, Atari are free to concentrate on marketing and generally increasing interest in the Jaguar among

software developers.

In late September, Atari released a initial list of 20 developers who have signed licence agreements to publish Jaguar games. The list includes such names as US Gold, Ocean Software, Anco Software, Silmarils, Titus and Tiertex.

"Developer response to Jaguar has been overwhelming," said Sam Tramiel, president of Atari. "We've accomplished what we set out to do by attracting the industry's top developers."

Other efforts on the part of Atari to cultivate developer interest include the deal signed with Time Warner, the world's largest entertainment and multimedia company, whose vast video library will be available to third-party developers. This means that film and video sequences will be available for use in Jaguar products.

The Jaguar is due for release in limited areas in the US, namely San Francisco and New York, within the next few weeks at a price tag of \$200, with eventual release to the rest of the US in January 1994.

With the 3DO reportedly costing around \$700 when released, this pushes the Jaguar way out ahead of the rest both in terms of specification and price – the two key features of a successful machine.

Trip Hawkins, main man behind the 3DO, seemed to have heard about the Jaguar's more attractive price and was somewhat defensive in his opening speech at the Siggraph





# THIS WORLD

computer graphics show in Anaheim, California.

He mentioned that when radio was introduced in the US, 35 per cent of household furniture sold in one year was a radio. He then said that if you translated the price in those days into modern terms, each radio would have cost \$1,600.

A nice analogy, but you are still left with the fact that a 3DO with its CD-ROM does not hold up well compared to the \$400 for a Jaguar and CD-ROM.

The actual Jaguar CD-ROM drive is a double-speed unit, which when fitted looks somewhat like a toilet, and will cost approximately \$200.

It has a capacity of about 700Mb and is also capable of playing audio and karaoke CDs, CD+G discs and PhotoCD discs. With the addition of an MPEG 2 cartridge, which is a piece of hardware which essentially allows more data to be stored on CD than normal, full length videos may be viewed using the CD-ROM.

So, what exactly is inside the Jaguar and why is it so exciting to software developers? Well, first of all, there is the \$200 price tag. The more people can afford it, the more people will probably buy it, which means there is a lot of money to be made by any software houses willing to develop for it.

Also, on the subject of price, apparently the developer system required to write games for the Jaguar will cost software houses approximately \$9,000. This com-



*There are many games currently under development for the Jaguar*



## THE COMPETITION

### The 3DO

The brainchild of Trip Hawkins, one time president and chief exec of Electronic Arts, this machine represents the main threat to Atari's Jaguar.

3DO is also the name of the company behind the machine, which will be made by the much respected Panasonic company. 3DO might be less powerful than the Jaguar, but it has got some pretty powerful backing from big companies like AT&T, Time Warner, Matsushita and MCA.

This is a real threat to the Jaguar despite its technical superiority. Remember when video recorders first made an appearance? There were two formats available, Betamax and VHS.

It was common knowledge that the Betamax format was superior in quality than the VHS, but in the end, VHS won and became the standard. So much more superior technology!

The same thing could happen with the Jaguar which, although it might not disappear, it may lose out as being the number one games machine to the 3DO.

### Amiga CD32

From Atari's long-time rival, Commodore, the Amiga CD32 has the innards of an Amiga 1200, with a CD-ROM built in to a console type casing.

Costing £300, it isn't as cheap as the Jaguar and is, again, less powerful. However, it has the advantage of being available in the UK at this very moment.

The machine was unveiled at London's Science Museum where it was showing Sega's music video - Killer. Another plus for the CD32 is the fact that it is in the ST Action office.

Which means it's getting UK press coverage, which is a sneaky hint to Atari UK to get some Jaguars out to us here at the office, so that we can raise interest here in the UK.

### Sega Mega CD

With the massive software support currently available for the Mega CD, Sega's grip on the console market will be hard to dislodge.

However, if enough games are available for the Jaguar when it reaches the UK and, if the games show the power that the Jaguar is capable of, it should convert the hardened Mega CD owner.



### Sega Saturn

Although this has been announced, there are no plans to launch it in the near future. So, to all intents and purposes, it's not a real threat.

However, Sega may well change their mind when they see the Jaguar and 3DO taking sales from their current consoles.

The delay seems to be Sega's ability to release the machine at a competitive price, which they admit may not be

Very colourful graphics and excellent animation will be the hallmark of the Jaguar

compares extremely favourably to the 3DO's \$30,000.

Besides these financial advantages which Jaguar has over its competitors, the actual hardware offers game programmers and designers a lot of power, thereby allowing more creativity and innovation - two vital ingredients to a successful game.

This power is provided by a number of factors. First and most publicised is the 64-bit technology. To try and explain in non-technic terms, let's compare it to the Super Nintendo with its 16-bit technology.

Both machines essentially work by moving lots and lots of information around inside the hardware. Information includes such aspects as graphics, sound, where the joystick is currently positioned, where the sprites are and if they have collided and many other important bits of data which comprises a game.

Some of the chips inside the computer are better at doing certain jobs than others. Hence, the chips need to be able to share the information, passing on data to one another.

In order for the chips to be able to communicate with each other, they are all connected by a collection of data lines, down which the informa-

tion passes.

In the SNES, these data lines are 16-bits wide. If for instance, one chip needed 64 bits of data from a particular chip, the SNES would need to get it in four separate steps.

The Jaguar on the other hand, with its 64-bit data lines, will be able to get the data across in one go. So, essentially, the Jaguar is four times as fast at processing information than the SNES.

Of course there are other factors which increase the speed even further, such as how fast the machine is actually running and other various tricks such as how fast each individual chip is, but you get the idea.

So, with the 3DO being 32-bit and the Jaguar's main rival, we immediately see that the Jaguar is basically twice as fast, and, more

possible this year.

There is little in terms of spec about the Saturn, except that it is a 32-bit CD based system. Sega say they will concentrate on enhancing the current Mega CD machine, such as licensing the CiniPak technology to be included in future Mega CD titles.

### Super Nintendo

Another 16-bit machine which is also less powerful than the Jaguar. Again, it has the same strong software support behind it as the Sega, meaning the Jaguar will have to have equally strong software support when it is launched here in the UK.

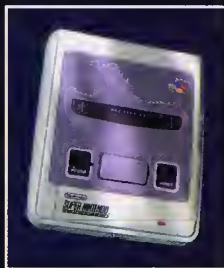
It is technically slightly superior to the Sega Mega CD in terms of graphics ability, but it doesn't come close to what the Jaguar offers.

### Nintendo 64-bit wonder machine?

The announcement that Nintendo and Silicon Graphics - a major force in the computer graphics industry - have teamed up to produce a rival 64-bit machine probably caused a little worry in the Atari camp.

Technical specs for the machine are equally worrying for Atari. With an alleged \$250 price tag, 64-bit architecture and running at over 100MHz, meaning it's very fast, along with the graphics technology which has been developed by Silicon Graphics, it's certainly a contender.

That is until you realise that it will not be available in the home until late 1995. Instead, 1994 will see them appearing in the arcades first. By then, the Jaguar will be in the stronger position with greater software support.







# JAGUAR SOFTWARE

There are some pretty amazing games being developed for the Jaguar. Some of those in progress include:

**Crescent Galaxy** – A fast and furious horizontal scrolling shoot-'em-up. Super smooth and fast 24-bit graphics, combined with stereo 16-bit sound will make this an instant hit.

You play Trevor McFur of the Circle-Reserve Core, returning from a deep space reconnaissance mission. You receive a transmission which effectively says you are the only one who can save the galaxy from a ruthless creature.

Masses of power ups and very big end of level guardians are just some of the features of the game.

**Cybermorph** – a 3D game in which you control a probe, sent into a battlefield in order to rescue stranded survivors of a war. The Cybermorph-probe changes shape as you control it, becoming sleek and streamline when you fly fast and low over the 3D landscape while saving survivors and avoiding surface and air attacks.

**Raiden** – A conversion of the popular game which has already been converted (not too successfully) on the Super Nintendo. The Jaguar version is considered a perfect coin-op conversion of the real thing with smooth vertical scrolling as the aircraft flies over enemy territory. The game is essentially a yardstick for performance to show what the Jaguar can do.

**Alien vs Predator** – This game features two of the most nasty aliens the film industry has ever created. Texture mapping is used in abundance to create a highly detailed 3D environment. Imagine the Corporation game from Core Design, with highly detailed, texture mapped walls. Extremely smooth and slick.

**Tempest 2000** – Not exactly pushing the Jaguar's processing or graphics ability at all. Tempest 200 is the old wireframe arcade game with a starfield thrown in as well as another 50 levels.

**Checkered Flag II** – 3D Formula One racing with shaded polygons. Should be very fast with many user alterable options such as a customisable car.

**Kasumi Ninja** – One for the Streetfighter II addicts this. Apparently, you can choose from 91 different moves.



The Raiden conversion of the Jaguar is exactly like the arcade version



One of the games currently under development for the Jaguar is Tiny Toons Adventure

## NOTHING COMPARES TO YOU

A bit techie but it does give a indication of the Jaguar's power compared to the competition:

	JAGUAR	3DO	SNES	GENESIS
System architecture (bus width)	64-bit	32-bit	16-bit	16-bit
Rendering/animation speed in pixels/second	850 million+	64 million max.	1 million max.	1 million max.
Bus bandwidth	106.4Mb/second	50Mb/second	?	?
Colours	16.7 million	16.7 million	32,700	512
True colour graphics	Yes (32-bit)	Yes (24-bit)	Yes (16-bit)	No
Stereo 16-bit sound?	Yes	Yes	No	No
MIPS (millions of instructions/second)	55	?	?	?
Custom 3D hardware?	Yes	No	No	No
Multi-processing architecture?	Yes	No	No	No
S-video out	Yes	Yes	Yes	No
RF	Yes	Yes	Yes	Yes
Composite	Yes	Yes	Yes	?
RGB	Yes	?	?	Yes



# BUDGET ACTION

# SECRET OF MONKEY ISLAND

**It's got monkeys, it's got mystery, it's got islands and it'll get you wrapped in knots and totally addicted... it's Monkey Island on budget**

**B**efore you jump to any unnecessary conclusions, I'll put you right. Secret of Monkey Island has nothing to do with monkeys. When this title was first released at full price though, there were many of us who thought it was about those cheeky chappies who have fun in the zoo.

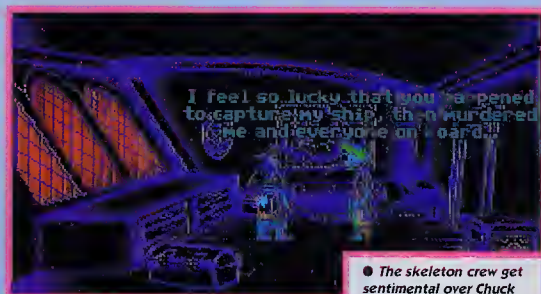
Well, that's if you think being bored stupid behind bars is fun. In fact you're that bored that the only fun you can derive is through urinat-

ing on fellow simians or fiddling around while the punters look on.

The highlight of your day is the afternoon tea party. Here you can take out your boredom and frustration on other imprisoned primates by burning them with scalding hot tea.

You can also relieve the tension by throwing buns at your colleagues or trying to grab the keeper by the monkey nuts he gives out when you're good.

It's a good job because it



● The skeleton crew get sentimental over Chuck Le Rock's decision to murder everyone

sounds a terrible idea or concept for a game. Conversely, Monkey Island is an excellent idea. But, due to its initial popularity, most of you will already know this.

Just to refresh your memory, I shall remind you of a few things. In this adventure you play Guybrush Threepwood (silly name), a young man who has just rolled up on the shores of Melée Island, somewhere in the Caribbean.

Good old Guybrush, in his naivety, has turned up on this island with the express wish of becoming a pirate. This, I would remind you, was the proud work of one Ebenezer Scratchtesty, careers officer and guiding star to Guybrush (this is a lie, but why the hell would anyone want to be a pirate?).

Anyway, as you guide the unwitting Guybrush around the islands

you will soon become aware that all is not what it seems, as you uncover strange happenings and normally bloodthirsty pirates turning to jelly over the mysterious Monkey Island.

Using your mouse to guide Guybrush, you must reveal the secrets of the island and fulfil your destiny.

Monkey Island is simply brilliant. Its graphics aren't stunning, but do have a certain charm of their own. This is probably due to the wit of the whole adventure. The secret of Monkey Island is just full of stupid gags, both visual and textual.

It's also an absolute doddle to operate and employs a very user-friendly system to allow you to interact with your environment.

With its cryptic puzzles and silly humour, Monkey is an absolute classic and worth every piece of eight from Davey Jones' locker. **Simon**



● This place is rockin', a couple of pints of grog and they're swinging from the lights

**“ Monkey Island is an absolute stunner of a title. Brilliant play and hilarious interaction, make it well worth spending a “monkey” on. ”**

**COMMENT**

PUBLISHED BY KIXX XL

PRICE: £16.99 4 DISKS

CONTROL METHOD: MOUSE 1 PLAYER

OVERALL

**92%**



# BUDGET ACTION

## The Boston Bomb Club

Welcome to the most lethal parlour game ever invented

When this bizarre title surfaced a year or so ago, it always stuck in the mind for being a little different and off the wall from the usual. It has now been released at an incredibly low price of £2.99 and is available only by mail order.

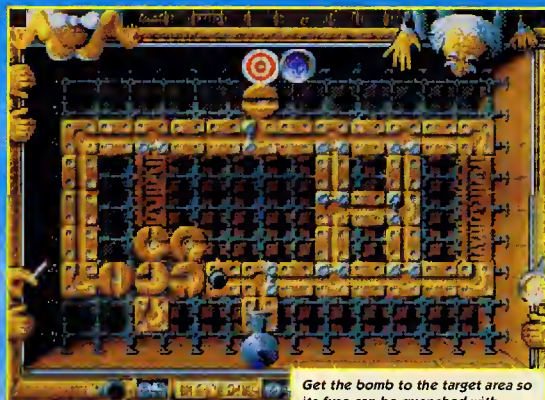
The Boston Bomb Club is run by a bunch of five quite mad scientists who have, for want of something to do, invented a game which involves manoeuvring bombs through a Mousetrap-style course to reach the bucket of water at the end which snuffs their fuses out.

The idea is to complete the 30

levels available with as many of your five bombs intact as possible. As soon as they are destroyed, by either falling off the track or being left for so long that they blow up, the game is finished.

The courses themselves are made up of lanes, corners and crossroads which the bombs travel down. Some of these can be turned through up to 360 degrees to make a path for your hissing dynamite to roll down.

There are also adjustable lane blockers which are made up from pieces of metal that can be slotted in such a way as to block a particular alley. There are plenty of devices



Get the bomb to the target area so its fuse can be quenched with water

to occupy the player from trampolines and crumbling wooden tracks to a baby toggled out in nappies that crawls across the table, picking up any explosives that happen to get in the way and placing them in another area to make life more difficult.

While doing this, the scientists crowd around each course and annoy and disturb you as much as possible. One might have his newspaper open covering part of the track, another will lean in and blast his trumpet loudly to distract you.

Frequently, one of the little runts will even lean across and start fiddling with any changes that you've made (unfortunately there is no Uzi option) so a constant battle of wits is fought to try and keep the bomb path clear.

In your favour, however, is a metal arm that shoots out and places a Brucey Bonus on the table which can be collected by simply running over it. These give a healthy boost to the score and for every 1,000 points reached, the player receives an extra bomb.

With the option of joining the game at various levels up to number

20, there's little fear of having to go over the same stages too many times.

The Boston Bomb Club is a fun and satisfying game to play, if a little limited in the lastability stakes.

This grumble aside, it's like a breath of fresh air compared to some of the more clichéd titles available, and offers a solid game featuring original graphics and amounting to excellent value for money.

Adam Phillips

● Order from: Daze Marketing, 2 Canfield Place, London NW6 3BT.



Let the competition begin... click on one of the scientists and you're off



Bloody kids get everywhere even when you're out with a bunch of mad anoraks



Fun, original and challenging but don't expect it to last forever. As if you would...

COMMENT

PUBLISHED BY DAZE MKTG

PRICE: £2.99 1 DISK

CONTROL METHOD: MOUSE 1 PLAYER

OVERALL

80%



Join Simon Clays on his five-year mission to seek out new life in uncharted places as he captains an intergalactic insight into the best science-fiction games ever to materialise on your ST

# Games Without Frontier

The subjects of space and science fiction have always found a close affinity with programmers and gamers alike. For the programmers it very often means that they can use the full extent of their imagination in creating high tech worlds with futuristic weapons and spacecraft.

For the gamer it gives the opportunity to explore worlds beyond and fly craft they otherwise wouldn't envisage in their wildest dreams. Flying something like, for example, the Space Shuttle isn't your everyday test drive in an Escort.

Let's not forget the human obsession of experiencing all things alien. Nothing does a gamer better than blasting holes in Ewoks or some form of insectoid nasty from the nether region.

More than anything, it's an attempt to recreate the excitement generated by ground-breaking films such as *Star Wars* on a home computer.

There'll be few folk, whether young or old, who don't have a certain fondness for George Lucas' work. So on this note, slip into your best Wookiee outfit, take a hold of your light sabre, and let's boldly go where lots of games have already been...

Smuggle drugs and blast slaves to pieces in this space trading classic



To describe this rat as harmless is beyond me!



## ELITE • FIREBIRD

The very mention of Elite sends gamers into a time tunnel of reminiscence. First appearing on the BBC Micro, it became an immediate success. Just about every conversation followed, with it eventually making 16-bit machines.

Set in a far-flung galaxy, Elite casts you as a maverick space jock who starts with virtually nothing. The basic aim is to transcend the wide-eyed ranks of the harmless to reach the regal status of Elite.

This is achieved by travelling from planet to planet trading goods with different cultures or blowing other vessels into anti-matter.

It may sound fairly straightforward,

but with the dangers of trading illegal goods like Acturan mega-weed or blasting innocent traders for their bounty, things get very nervy – especially as the Intergalactic Police take a very dim view of this type of activity and will stop at nothing in their Viper craft to rid the starry skies of you.

There is a heavy element of strategy involved in Elite, with trading prices from system to system being the retro-rocket of success.

Set within five galaxies and involving thousands of planets Elite is vast to say the least and takes a heavy involvement to achieve a status worth talking about.

Featuring filled vector graphic, space dogfights and risk-taking strategy, Elite is a nebulae of excitement and an undoubted classic.



91%



## STA



## Five astounding alien-type facts

1. An alien has never won the Eurovision song contest, unless you count Lulu that is
2. In the *Invaders* the aliens could not bend their little fingers properly and subsequently always suffered from a build-up of ear wax
3. Since filming stopped on *ET*, the poor alien has become a crack-addicted homicidal psychopath
4. Since *Star Wars* finished filming, Darth Vader has completed a step aerobics video, does a cookery show in the US and is contemplating a name change to Dorothy
5. Perhaps the most famous alien abduction occurred in the 1940s when Barney and Betty White went missing for a few hours and turned up hundreds of miles down the road



**EPIC • OCEAN**

Escort Mark II this is not...  
It's got a turbo and a  
body kit mate!



## PLAN NINE FROM OUTER SPACE • GREMLIN

We couldn't possibly have a science fiction feature without giving way to a slight touch of the schlock and OTT. This is based on the cult bad movie (though god knows why) starring the one and only vampire Bela Lugosi, who incidentally died mid-way through filming and was replaced by someone else a good foot taller.

Anyway if you haven't seen it you immediately get my drift as to how stupid it was. Based on that assumption, it's fair to say

that the computer crossover is just as silly.

The overall plot is to regain some film reels from a bunch of aliens. These are nothing like any alien I've ever seen; they do however bear an uncanny likeness to Dracula and Vampira.

While I shan't dwell to long on this humorous attempt at an Earthly sci-fi saucer romp, it's worth pointing out that it is pretty playable. Though it's more akin to a Hammer Horror yarn, it does feature footage from the film and isn't a badly put together adventure tale.

This one really does throw you into the realms of science fiction, with a plot a grandeur proportions. The planet you inhabit is doomed; this is because of the untimely decision of their sun to go supernova.

Freaking out in a big way, the heads of state decide to evacuate the entire planet's populous to somewhere a little colder - better than ending up char-grilled.

This extensive operation is fraught with danger (not least if you miss the last bus and end up on the planet) because the neighbouring aliens are not the least pleased with your plans to relocate.

Your mission is to play astro jock and protect the evacuees from the rather irate Rexxons. It's hardly surprising they're a trifle miffed as to start the evacuation you've had to destroy their communication network and ruin their mining installations.

Epic features a really excellent intro section which is as close as you'll get to a cinematic effect on the ST, but it's strangely reminiscent of *Battlestar Galactica*.

The graphics are à la Elite and quite nippy, but the screen update seems to be a little lacking. What Epic really misses out on is gameplay.

The manual goes to great length to explain the background, most of the time you are left floundering as to what to do.

Unfortunately, to the greater extent Epic misses the mark - this is a shame because it's so close to being a biggy.

70%



Cabby follow  
that freighter

78%





# SHUTTLE

• VIRGIN GAMES

Here we see a direct crossover from science fiction into science fact. In Shuttle the dreams of yesterday have become the reality of today.

Featuring a manual fatter than the phone book, Shuttle is about the most complicated simulator ever to grace the ST. This is, I suppose, to be expected as a space Shuttle isn't exactly a basic piece of equipment.

However, this doesn't make for hours of poring over a manual (unless, that is, you want to) because just like the genuine article, Shuttle comes

equipped with an on-board computer. This means that you can handle as few or as many of the systems as you'd like.

Shuttle features all the missions and features that you've seen on the TV. Whether it be riding piggy-back on a 747 Jumbo or flitting around the Earth's orbit in an attempt to alter the trajectory of a haywire satellite, it's all there.

The graphics are sound and the screen updates surprisingly smooth. This coupled up with the general authentic realism that Shuttle provides make it as realistic a journey into space as you're ever likely to experience.

# MEGATRAVELLER

• EMPIRE

Heralded as one of the finest board game conversions ever to make the intergalactic hyperspace jump onto a computer, Megatraveller puts half the universe at your fingertips.

Four Frontier Wars have been and gone within the Empire. The two rival human factions at the centre of the conflicts are the Zhodani and the Third Imperium. While the authoritarian Zhodani have always been responsible for the outbreak of war, the aristocracy of the Empire have always been quick to respond.

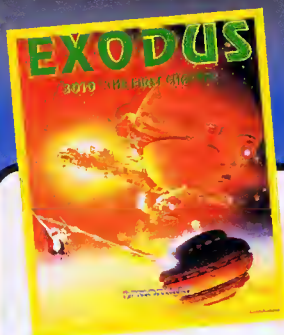
With 28 planets in eight systems to explore, there's plenty to get to grips with in Megatraveller. Filled with dangerous sub plots and puzzles, you're always going

to have your hands full.

Whichever one of the myriad of professions you choose to become, it's a hectic universe you've got to trade in. Megatraveller is one of the definitive strategy trading combat titles ever to hit the ST.

Although the graphics aren't as polished as some rivals, Megatraveller is filled with every element of excitement you'll need to see you through for a long long time.

90%



Gunfight at the OK Space Station



88%



# EXODUS 3010: THE FIRST CHAPTER • DEMONWARE

Nothing to do with Beverly Hills 30120 (or whatever it is), Exodus again pushes us aeons into the future.

Yet again the planet is in grave trouble, dying to be precise. I don't know about you but, I'm sure someone's trying to tell us something... Anyway, the simple task for

you this time is to save humanity and find another new planet for the human race to rip the guts out of and ruin - oops, was I on my high eco-friendly horse?

As a commander of one of the ships set out to find said planet you have a whole range of equipment and spaceships to help you.

The first part of your mission is to find certain ores on new worlds. These will help you to build pods

and scout ships which will lead you on to part two, the important aspect of your mission.

To aid you in the monumental task of discovering this new utopia you have a dirty great big spaceship packed to the brim with cryogenically frozen people.

These lucky individuals can be woken from their slumbers and sent on missions under the expert

eye of yourself.

Featuring a point-and-click control system, you can guide up to ten ships at once and interface with a whole range of characters.

As per usual there's the normal bunch of "put out" aliens to contend with, as you gallivant across the galaxy.

More spaceship management than straightforward blast, Exodus isn't going to be everyone's cup of synthi-caf. But, it does contain some very good ideas that make it fun, especially if strategy's your bag.



Here we see the interesting turn rocks and minerals into computers - screen

66%



## SHADOWWORLD • KRYSLIS

In the not so distant future man has finally come to his senses, war on Earth has slowly been eradicated and global problems have become the order of the day.

However, someone in one of the planet's governments has been a bit of a bad lad and kept a secret weapons development centre running on the edge of the galaxy.

This is all very well, until one day out of the blue the

whole crew disappear into thin air and communication is totally lost.

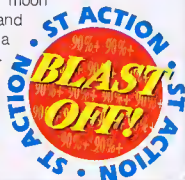
In control of a team of four earthly roughnecks which the planet could easily do without, your mission is to discover the mystery of the Shadowworld.

Viewed in an isometric 3D perspective form, your team must travel through the decks of the space station. Controlled totally by your mouse you must maintain the characters, feeding them, giving them first aid and keeping their internal life support systems intact.

Shadowworlds features some nice graphical touches like

torches that only project so far into the inky blackness of the space hulk and batteries that run down (they wanna use Duracell).

Easy control and multitasking systems help to employ different characters to do different tasks, thus making Shadowworlds well worth a look - that's if you already haven't donned your furry moon boots and had a gander.



## CYBERCON 3 • KIXX XL

How many times in the software industry's relatively short existence has our fragile planet been under threat from nasty alien types or robots that have blown a fuse?

Well, they're at it again in Kixx XL's latest purchase, Cybercon 3. It's a sad tale that starts with the invention of the Cybercon, a defence system which could be responsible for the safety of the entire Confederate Democratic Union of States (West).

The evolution of the second stage of the Cybercon happened when it was felt that the Union could no longer keep their enemies - the Alliance - in a peaceful stalemate. So Cyber scientists developed higher levels of intelligence for their artificial general and so came Cybercon 2.

Over a period of six years the Alliances defences were eroded away and defeat was imminent. However, during this period Cybercon developed into its third stage and the veil of secrecy fell deeper over its location.

Using its artificial intelligence, Cybercon 3 came to the conclusion that the logical way to keep the Union protected was to destroy its own people... so it did.

This is where you come in. I

don't know how you managed to be so stupid as to have got the job of entering the Cybercon system, but you have.

In a makeshift workshop technicians work frantically to prepare your suit, which is about 12ft tall and titanium plated.

The rest is fairly straightforward - you go in to the Cybercon's hidden base and try to shut the system down. This is easier said than done as it's protected by a wide range of defence droids and robots.

Also there's lots of tasks to complete before you can proceed further into the system. These include things like the collection of pass keys in the right order.

It definitely a case of a dirty job but someone's got to do it, because this is a massive title to play.

The world of the Cybercon is a vast 3D polygon environment, with bags to do. It's fast, it's tough, it's going for a budget-type song and it'll take you a good while to complete... but watch out for the metal suit rubbing on your inside leg - nypp!



## Ten famous celebrity aliens who you can only tell are aliens because how else would they have got famous?

1. Paul Daniels
2. Norman Tebbit
3. Russell Grant (two aliens)
4. Jimmy Hill
5. Bobby Davro
6. Elton Welsby
7. Noel Edmonds
8. Big Ron (off EastEnders)
9. Richard and Judy plus their kids
10. Danny Baker

Erm, let's see, I think Ecowash 3 should guarantee my pants come out clean





# BUDGET ACTION

**Always wanted to try your hand at being a stunt pilot? Could never afford it because the Cortina conversion kit cost too much? Well now you can do it for under a tenner with Blue Angels**

**B**lue Angels sound a lot like those vixens of the airways from Captain Scarlet. There's probably not many of you out there who remember the slinky female pilots from the first time around, so it's probably a good job that Gerry Anderson's best puppet series is currently being repeated by the Beeb.

These *femmes fatale* flit from episode to episode in their nice white Interceptor jets talking in sexy foreign accents to pervy Colonel White.

Harmony. Rhapsody. Destiny and, er, Sharon, who you are probably unaware of because she only worked on Saturdays, wiggled their mannequin *derrières* seductively around the set of Captain Scarlet.

Obviously, sexy puppets like these can't wait around the vicinity without some controversy. The puppet world was rocked when it discovered that suave Captain Scarlet had been out with all of them. But, it was even more disturbed to discover the affair between Black and Green, and that is another story.

Nonsense apart, Blue Angels seats you in not one, but a team of jet aircraft. In charge of the US Navy Flight Demonstration Squadron, you command a team of twin-engined McDonnell-Douglas F/A-18 Hornets.

This crack demonstration team has been in service since just after the Second World War and now thrills crowds all over the globe with stunt routines.

What, no enemy fighters to destroy. I hear you cry? Admittedly, this at first hearing doesn't sound as though it's too challenging, but believe me, flying in tight formation 100 feet from the ground will get your pulse racing enough.

Before you clamber aboard your plane to perform death-defying stunts it's always best to practise a bit. Clever people that they are, the Hit Squad have included a full menu of options to aid you.

First off, you can relax in the crowd and watch how the experts perform manoeuvres. After that you may want to select one of the training options. This is clever thinking and will hopefully avoid you careering into crowds of people at the Paris Air show.

You can either practise manoeuvres in a flight trainer or get used to the feel of the plane in free-flight mode. Once you're into training you must select a position in the team to train for. There are six in all, and each position has different tasks to carry out.

In the flight simulator mode you are provided with a head up display which generates rectangle hoops for

# BLUE ANGELS



*It's a lovely day to be doing stainless steel gymnastics at breakneck speed*

you to fly through. This acts as an accurate guide on how to emulate the moves correctly.

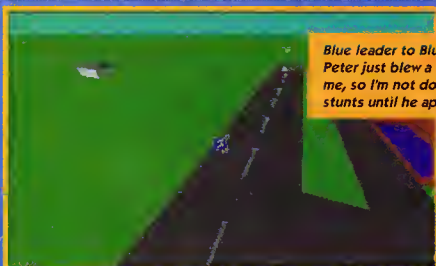
Once you've made all your mistakes on the simulator and feel confident enough to fly, it's time to wow the crowds at an air show.

All the hours of training and practise should enable you to perform perfectly. Of course there's always room for improvement, as you'll see when you glance at the Pilot List. This shows the all-time top scores as an

error percentage and should give you something to strive for.

Generally speaking, Blue Angels is a well put together, accurate representation of life as a striving stunt pilot. The graphics are an above average set of vector polygons which vary in speed depending on how much screen detail you opt for.

Overall, it's an interesting simulation, but I'm not sure how long the novelty of not blowing things to pieces could possibly last. **Simon Clays**



*Blue leader to Blue Cheese. Blue Peter just blew a raspberry at me, so I'm not doing any more stunts until he apologises*

**“** Pretty novel idea and slightly different to your normal flight sim. However, could get a trifle dull after a short while and there's nothing to kill. **”**

**COMMENT**

**PUBLISHED BY HIT SQUAD**

**PRICE: £9.99 1 DISK**

**CONTROL METHOD: JOYSTICK/KEYBOARD 1 PLAYER**

**OVERALL  
70%**



Send your post to:  
**Chicken's Feed-Back!**  
**ST Action,**  
**Europa House,**  
**Adlington Park,**  
**Macclesfield**  
**SK10 4NP.**



# CHICK

**If you've something to say about the ST or gaming in general, then put pen to paper and write to the roast with the most...**

## STAR LETTER

### Jaguar Action?

Congratulations on producing the best ST games coverage around. I have bought the magazine every month since about issue twenty-something, and I think it has become a better magazine as it has matured.

As the only Atari games magazine, I was wondering whether ST Action will be covering the Jaguar when it finally comes out. It needs to be covered somewhere or else the punters won't know how impressive a machine it will be, and I think that combining the tried and tested STA review format with the stunning specs of this new super-machine would be a winning formula.

I hope Atari can convince the high street shops to stock Jaguar software. At the moment, everywhere you look there are shops selling things for other consoles. If Atari can't manage to raise the profile of the Jaguar to match that of the SNES and Mega Drive they're just not going to be able to compete.

If the Jaguar fails I am worried that Atari might not survive very long in this harsh world. It would be tragic for the company that

created scores of classic arcade games and the first home video games console to be killed off by the console giants of today. It would be fitting to see Atari back at the forefront of the video games industry.

Gary Sinclair, Chelmsford

*Thanks for the compliments, Gary. We hope to cover Jaguar games when the machine is finally released, but we can't say for certain at this stage whether or not we will be able to.*

*Bear in mind that this is a magazine for ST games-players, and not many of them will have the cash to race out and buy a Jaguar the moment they go on sale.*

*As you say, the success of the machine will depend greatly upon whether or not Atari can compete with the marketing skills of Sega and Nintendo. However, once it goes on sale we think people will buy it simply because it's such a powerful console.*

*It would be tragic for Atari to disappear, but I don't think that you need worry too much about that happening just yet - they're still very much alive and kicking.*

### Pirate Ahoy!

I am a software pirate. I know it is illegal and I am not very proud of doing it, but I think I have no alternative. The software companies keep on increasing the price of games, and as a school-kid I just can't afford £30 for every half-decent game that comes out.

The other reason I pirate games is that so few shops sell ST games these days that pirating software is the easiest way of getting hold of them. I do feel guilty about being a pirate but I feel that I have no other choice.

Anonymous

*I'm not surprised you feel guilty! Both your arguments are self-defeating. You say that £30 is too much to pay for a game. One of the reasons that companies charge so much is that they have to make up for money lost through piracy.*

*Because lots of people pirate ST games, not as many are sold and some companies decide it's not worth producing and selling ST games anymore.*

*A big factor in the popularity of console development among games designers is that cartridges cannot be easily pirated. As a result the companies get more return from the same amount of work on their part.*

*If any of our other readers are pirates too, I'd urge you to stop pirating before you completely kill off the ST games market between you.*

### Daft Diagram

The other day, while reading the September issue of STA, I noticed Atari's advert for the Falcon. It had some sort of strange diagram in the middle, with the words "If you understand this, you understand the Falcon. Now all that communicates communicates," plastered above and below it.

Well, I'm sorry Atari, but your diagram doesn't seem to make any sense at all! I follow the bit about the mouth communicating with the ear, and the hand with the eye and so forth, but as for the ear communicating with the hand and the eye - what are they on about?

And as adverts go, it's certainly not the most attractive one I've seen recently. In fact it's probably the least attractive. I think Atari need to get themselves a decent advertisement designer.

S Peters, Dudley

*Erm, I see what you mean. It's a strange diagram, innit?*

### Budding Games Journalist

The feature on how to get into games reviewing was very interesting, and I was wondering if there were any jobs free at ST Action I would really like to get paid for playing games all day, and so I have done what you said and I have written a 500 word review for you. It is a review of Sensible Soccer.

I have checked it very carefully on my computer for spelling



# CKEN'S FEED-BACK!

mistakes and I think I have got rid of them all. Can I have a job when I leave school in four years?

Stephen Whitehead (12), Warrington

Thanks for the sample review, Neil. It was very interesting and as you say it was technically very accurate. Unfortunately, you still have four years of school left and we don't tend to promise jobs to people that far in advance.

Perhaps you might like to write to us again a little nearer the time, and we'll be more than willing to take a look at your work then.

## Dead Disk Drive?

Not having had my ST very long (I bought it second-hand from a friend) I am not really very proficient with it and so when I recently came across a problem I decided to write to STA for advice.

My problem is that some of my disks are not working properly any more. I put them in the disk drive in the same way I always did, but now they don't load and the desktop comes up with a message saying "Data on the disk in drive A may be damaged".

Is there a virus in my machine, and if so what can I do about it? Please help, because some of the games are my favourites and I'm naturally very worried about them.

Joe Miller, Ramsbottom

Well Joe, it's hard to say exactly what's wrong with your disks, because it could be any one of a number of things. It might be that the disks have just decided to pack in on you, although if several of your games are behaving like this, that explanation seems unlikely.

What's probably more likely is that your machine's disk drive is faulty. Since you bought the machine second-hand, the chances are it's getting on a bit. Perhaps you ought to send your machine off to one of the many companies who specialise in ST repairs and get them to check it out for you.

You needn't worry about there being a virus in your machine though, because whenever you turn the power off for more than 30 seconds and re-boot with a normal (non-game) disk in the drive, any viruses in the machine are cleared.

Virus problems only occur when ST owners boot with a disk containing a virus, and then reboot with a write-enabled disk in the drive afterwards without turning the machine off in-between.

If you are particularly worried about viruses, it might be worth your while investing in a virus killer. This is a type of program which checks your disks for viruses and then removes them.

Do be careful though, because they can get confused when you use them on commercial game disks, and if this happens you may find your game is irreparably damaged.

However, viruses aside, assuming it is your drive that's at fault then once you've got it fixed your games should all work perfectly again.

## Sound Familiar?

I'm so young and you're so old  
This my darling I've been told  
I love you with all my heart  
And I know we'll never part  
Oh  
Please  
Stay  
By me  
My ST  
E  
Ten-forty  
From Atari.

Kevin Smith, Lyme Regis

Er, Kevin, we couldn't help but notice that well over half of the lines in your poem were in fact lifted directly from a song by Paul Anka called "Diana". We hope all your mates give you a hard time, because we think you're really just a closet fan of 50s and 60s music, you sad individual.

## Curiouser and Curiouser

Once there was a little girl  
She didn't like to play with dolls  
She didn't like the summer hols  
She got very bored very easily

Her daddy bought a Mega Drive  
She didn't like Sonic the Hedgehog  
She didn't like driving  
home in the fog  
She was an awkward kind of girl

Her mummy took her on  
a shopping spree  
She didn't like the stuff in Marks  
She didn't like feeding  
ducks in parks  
Her brother was irritated  
intensely by her presence

Her social worker bought  
a sub-machine gun

## POOR CORNER

She didn't like her social worker  
Her social worker didn't like her  
So the social worker did the  
world a service and shot her

Sarah Picklestone,  
Chester-le-Street

They just keep on getting weirder, don't they? If you can come up with a piece of poetry to rival the severe poorness of these below-par offerings, bung it in an envelope and wang it to us, or something. You never know, large quantities of software may (or may not) be involved...





**Public domain, shareware and licenceware are becoming an increasing source of software for game hungry players. We take a look at some of the best titles available...**

## OXYD

**O**xyd is about balls... to be more precise your balls and how you use them. The game is a test of skill and intelligence set inside a computer gone wrong with the simple premise of guiding your sphere around an often multi-screened level knocking special blocks that reveal particular colours.

Somewhere else are other coloured blocks to match them, so uncover two and you have a set. Find a different one and everything resets.

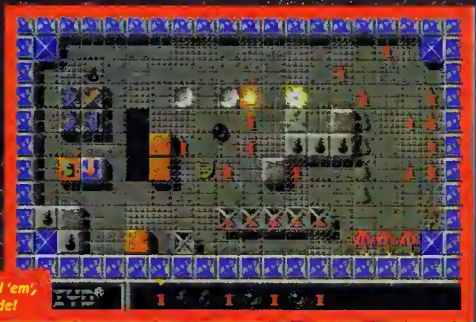
It's a lot more interesting, addictive and frustrating than it sounds. To add to the player's toil, obstacles are thrown at you in copious amounts to hinder progress as much as possible.

There are strange bugs; brick walls that need to be destroyed by switching a wall-mounted laser on; abysses - one roll over the edge and it's oblivion for you; and quicksand - if you don't move, you sink and suffo-

cate to death.

It's the slickness of presentation and the mind bending and physically challenging puzzles which make this game a winner. The level layouts may well be nightmarish in places but you really get a buzz out of completing one.

Overall, a minor classic packed with originality and flare - grab it as soon as possible.



● Roll 'em, roll 'em, roll 'em Rawhides!

## GRANDAD 2

**"G**randad, we love you, grandad we do..." They can't be singing about the cantankerous old git featured in this game. The sad man has gone and lost his sandwiches in the park. In the first game, it was his string vest that was mislaid, so as far as autumn years go, he's not having such a good time.

The pensioner begins his quest on a motorbike outside the gents lavs and from there must drive from location to location, locations which include the local cafe and Funland, an amusement centre in the middle of the park, solving puzzles.

Using basically the same system as Monkey Island, your character (oh and what a character he is!) can be moved in, out and around the screen looking for, finding and using objects either in the right place or with the right person.

The graphics are of a very high and impressive quality. When Grandad moves into the background, he gets smaller and vice versa. There are also some nice touches such as the park flasher (seen from

● It's a flasher! Grab ya camera and take a piccy! Ooo-er!



behind of course) and the stuck up business man sitting at the cafe flicking through his copy of the Financial Times.

This game is immense fun if a little frustrating when you can't think what to do next and packs a wicked sense of humour. If you're after a change of pace from shooting, maiming and killing, put on some slippers, pour a cup of Horlicks and settle down in front of the computer for long evening's entertainment.



# LLAMATRON

**G**ames come and go at a fair rate in Europress Towers - from epics costing a small fortune to public domain efforts which enter the disk drive and are promptly taken out a minute later and put in the reject basket due to their foulness.

One shareware game that this will never happen to and continues to hold its position as one of the best games ever to grace the ST's memory chips is Llamatron from that man with a mission, Jeff Minter.

Imagine the classic coin-op Robotron and its sequel, Smash TV and you've got the basic format for a blast fest that is fast and furious. The player controls a llama (don't be put off - it's more interesting than yet another spaceship) whose sole aim it is to work through a hundred screens of mayhem to reach the heaven herd.

On each level, the objective is to destroy the enemy which come in all shapes and sizes from telephones and skulls to brains and coke cans, while collecting as many of your flock as possible.

This is made up of goats and baby llamas which wander around the screen not doing a huge lot. Once touched, they follow you and if all are collected a healthy bonus

is awarded.

Power-ups are in abundance - from extra lives and smart bombs to multiple shots and herd hearts which once eaten make all your beloved animals gallop to your side.

The software also offers a two-player mode where you and a friend can play simultaneously to add to cursing and snarling at the screen.

If you haven't already got the message then I'll put it in simple words - Llamatron is probably the best blastathon that the ST has and will likely ever see. Go and get it.



● Blast anything that moves and anything that doesn't as well

## REVENGE OF THE MUTANT CAMELS

**B**ack in old days when computers were eight bit and hadn't taken over the entire planet, Revenge of the Mutant Camels was released on that plastic brick of a machine, the Commodore 64, accompanied by a roar of press approval.

Here is the ST version a few years later and what a darn fine game it is as well. The basic

structure is that of a sideways scroller in the vein of Defender where you control a camel and have to traverse 42 levels with the sole objective of surviving the ordeal.

Blowing the colon out of anything that moves is the order of the day -

your camel is able to fire in eight directions and is regularly assaulted by a whole bazaar of weird and wonderful objects. By leaping in the air, it is possible to get an advantage over the ground-based artillery.

Power-ups frequently rain down from the skies which increase firepower and lives. It's possible to create a lethal arsenal to rip through the flesh of the ensuing cannon fodder.

While not as good as Llamatron, this is a great game which packs an addictive punch, leaving the player winded and gulping for more.

● See Llamatron caption... catch my drift?



### I WANT IT RIGHT NOW!

Goodmans International, 16 Conrad Close,  
Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW



# WRITE ON FOR

**S**ince its launch in 1985 the ST has served two major types of user, the games player and the serious user. Of course, most ST owners are both!

After games the biggest use of STs is for wordprocessing. That's why ST Action is bringing you a superb offer to get you into word-processing, so you can get the best out of your ST.

## What is a wordprocessor?

A wordprocessor is an application that loads from disk just like a game.

Your ST is then transformed into a supercharged deluxe electronic typewriter but with advantages.

You type text in once – if you make a mistake you can change it on screen, if it's in the wrong place you can move it then save it or print it.

Think how that compares to writing with a pen or a typewriter. No more messy crossing out or correcting fluid, if you put things in the wrong order.

In fact using a wordprocessor will look more professional and take less time than any other conventional way.

## DO I NEED A PRINTER?

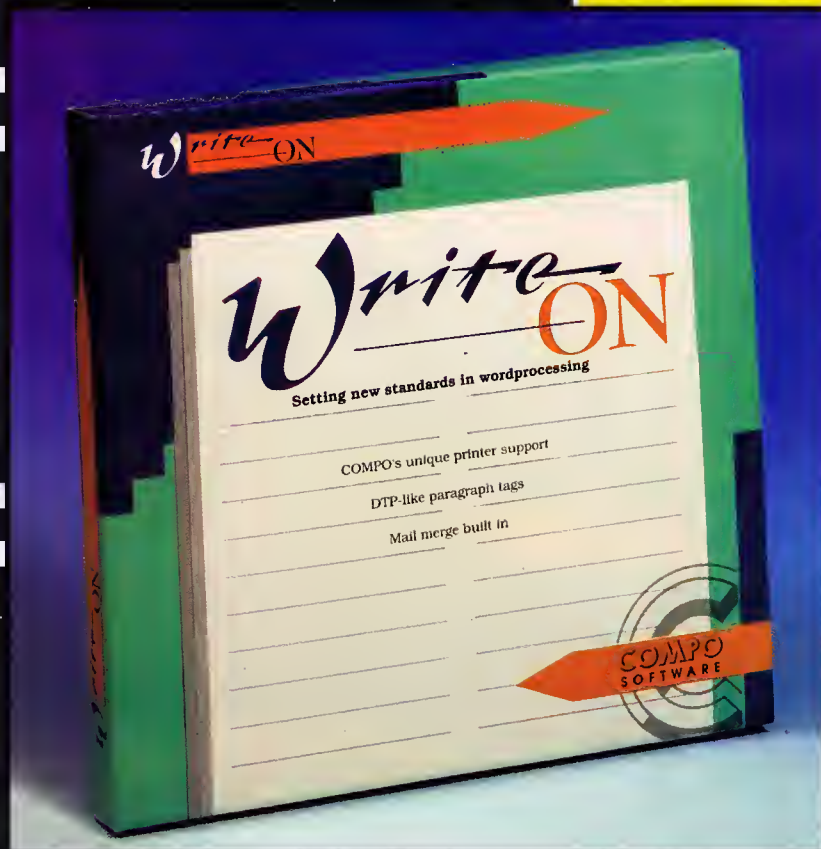
Yes, you need a printer to get the best out of your new wordprocessor. There are many on sale at affordable prices, some from under £100.

Write ON will work with all modern printers. Second-hand is an option, but avoid printers over three years old unless you test them with Write ON before buying.

### There are four major types of printer:

- 9-pin and 24-pin dot matrix machines work by needles banging a ribbon against the paper. These are the cheapest type of printers you can buy, and are also cheap to run – but they are quite noisy. The quality is good, a 9-pin looks like the print comes from a computer, a 24-pin gives almost typewriter quality.

- Ink jet and laser printers are more professional, and more expensive. They work either by squirting ink onto the page or bonding ink to the page. They are quiet, superb quality but more expensive per page to run. They cost from about £300.



## WHA

**Write ON is jam packed with all the features of a professional wordprocessor including:**

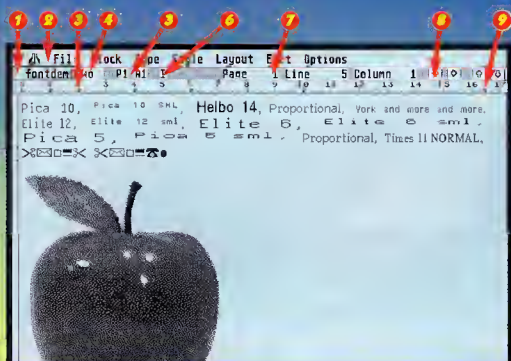
- Powerful editing: Move, Copy, Search and Replace make it quick and easy to change your document – no need to retype anything.
- Different fonts and styles: Ten different font types in normal, bold, underline, double underline, strike



# JUST £19.99!

## WRITE ON IN ACTION

1. The Info line - everything you need to know about your document
2. The menu bar - standard easy to use drop down menus
3. The ruler line - shows width of page, margin settings and tab stops
4. The name of your current document
5. The Page Layout and Paragraph Layout currently active
6. Insert or Overwrite mode
7. Current Page, Line and Column Number
8. Scroll around your document
9. Set tabs, either left, right, centre or decimal



## WHAT'S IN WRITE ON?

through, italic, superscript and subscript.

- Load pictures: Wordprocessors are not just for text – you can load pictures in the standard .IMG format too. Great for producing lively letters.
- Paragraph tags: The fastest, easiest and most efficient way to set fonts and text styles, you define standard paragraph styles and Write ON automatically gives your text the right style every time.
- Mail merge: Write a letter and send it personally addressed to a list of people automatically.
- And much more, including load and save ASCII files, printer drivers for all the current printers we know of, automatic formatting and page breaks, indents, macros, font editor, foreign characters and standard layout files.

## ORDER FORM

So here is your chance to buy Write ON in a special ST Action offer. This is the full copy, the real thing and normally costs £49 – you pay just £19.99.

### What's included?

- Write ON master disks
- Full manual
- Ring binder and slip case
- Registration card
- Free technical support helpline
- Free postage and packing

### What do you need?

Any ST with 1Mb of memory – 520ST owners can save £££s on upgrades – see page 48

I enclose total payment of £.....

Payable by:

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Name.....

Address.....

Postcode..... Daytime tel no.....

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**Call 0480 891171**

These lines are manned Monday to Friday, 10am to 8pm, and Saturday, 10am to 5pm.



# Buyer's

***In these financially bleak times, what with the recession and all, you don't want to be coughing up your readies on any old***

***rubbish, no sirree, my old cock-sparrow. You want to pick the game that suits you with the aid of the STA buyer's guide!***

## **ADDAMS FAMILY**

**Ocean: £9.99 Platform**

Playable platform frolics with that freaky family of funsters. Lots to do, and particularly good value at this price. **89%**

## **AMBERSTAR**

**Thalion: £29.99 RPG**

Scrumptious role-player from Germany. It's massive, with good music and great graphics. Accessible and challenging. **85%**

## **ANCIENT ART OF WAR IN THE SKIES**

**MicroProse: £34.99 Strategy**

An absorbing aerial war simulation marred only by excessive disk accessing. It's far more playable from a hard drive. **83%**

## **ANOTHER WORLD**

**US Gold: £25.99 Action Adventure**

Two years in the making and featuring some of the most stunning visuals yet seen on an ST. Ultimately though, a little easier than it should have been. **87%**



## **ARKANOID II**

**Hit Squad: £7.99 Puzzle and Skill**

Cheaper than a V-neck in a Burton's sale. A classic game from the good old days. You can't beat a bit of bat and ball. **80%**

## **ARMOUR GEDDON**

**Psygnosis: £29.99 Arcade Strategy**

Control all manner of 3D war machines in this accomplished combat simulation. One for the thinking ST owner. **84%**

## **B17 FLYING FORTRESS**

**MicroProse: £34.99 Flight Sim**

Pilot a war-time bomber plane in this much-hyped release. Disappointingly though, it wasn't really as good as it could have been. **70%**

## **BARBARIAN 2**

**Psygnosis: £29.99 Action Adventure**

Mixing copious helpings of blood and guts with elements of both the platform and puzzle genres, Psygnosis came up with an enjoyable gaming experience. **81%**

## **BATTLE OF BRITAIN**

**Lucasfilm: £24.99 Flight Sim**

Take to the skies and try to down the mighty Luftwaffe. One of the better WW2 fighter simulations. **85%**

## **BLOOD MONEY**

**Sizzlers: £7.99 Shoot-'em-up**

An old but fun-packed and often tricky blasting experience, especially in two-player mode. Tough enough to provide a long-term challenge. **81%**

## **BUBBLE BOBBLE**

**Hit Squad: £7.99 Platform**

As old as the hills, but Bubble Bobble was the original cutesy platform game and is still one of the most enjoyable in its wonderful two player mode. **88%**

## **BULLY'S SPORTING DARTS**

**Alternative: £9.99 Sports Sim**

Bundles of fun, and Jim Bowen nowhere to be seen. Play anything from 301 to cricket or football using a dart board. Get 180 and Bully even moos. **86%**

## **CIVILIZATION**

**MicroProse: £34.99 Strategy**

It took a long time to come out on the ST but the wait was worth it. One of the most in-depth and challenging games ever. **94%**



## **CHAMPIONSHIP MANAGER '93**

**Domark: £25.99 Sport Sim**

The most detailed and realistic football management simulation ever. Incredibly in-depth and yet remarkable fun for up to four to play. **92%**

## **CHAOS ENGINE**

**Bitmap Brothers: £25.99 Shoot-'em-up**

A two-player Ikari Warriors-esque up-the-screen shooter (whew) in a freaky Victorian setting. Yet another great from the Bitmaps. **89%**

## **CHUCK ROCK**

**Core: £25.99 Platform**

An enjoyable prehistoric left-to-right platformer which is lifted above the pack by the actions your character can perform, such as belly-butts. **80%**

## **CRAZY CARS 3**

**Titus: £25.99 Racing**

On a par with the classic Lotus games. Race across America competing against other drivers to earn enough cash to upgrade your car. Good fun. **86%**

## **CREATURES**

**Tholomus: £25.99 Platform**

Chainsaws meet cute animal type things in this platform romp with bloodthirsty overtones. Guaranteed to raise a titter or two. **87%**

## **CRUISE FOR A CORPSE**

**US Gold: £25.99 Adventure**

Wonderful animation and an intriguing plot made this game one of the best releases of its time. Interesting and challenging. **82%**

## **D/GENERATION**

**Mindscape: £19.99 Action Adventure**

An isometric 3D game that's a blast from the past, when games were simple but playable. Puzzle elements help increase the longevity. **82%**

## **DISC**

**Action 16: £7.99 Arcade**

Remember that frisbee-style game in Tron? Now you can test your ability at it with this enjoyable product. Especially good fun with a churn. **80%**

## **DOODLEBUG**

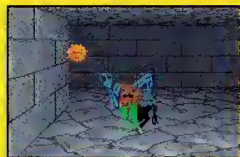
**Core: £25.99 Arcade**

Go bug-bashing with the boys from Derby. Get your fly-spray at the ready and squit those pests where it hurts. **84%**

## **DUNGEON MASTER**

**Psygnosis: £25.99 Arcade Adventure**

Packaged together with Chaos Strikes Back, this is a true classic. It's years old, but it's an absolute must-buy. **91%**



## **DYNABLASTER**

**Ubi-soft: £30.99 Arcade**

Up to five people can play at once so get your friends round for the most playable multi-person game ever to appear anywhere. **93%**

## **ELITE**

**Firebird: £25.99 Arcade Strategy**

The classic 8-bit game was well converted to the ST. If you don't already have this legendary space-trading game, get it now. **91%**

## **ELVIRA II**

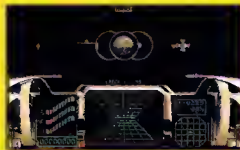
**Accolade: £29.99 Adventure**

I could mention the two best selling points of this game... but I'm above such poor jokes. A good adventure with lots of depth. **89%**

## **EPIC**

**Ocean: £25.99 Arcade Strategy**

Very stylish product which you'll either love or hate. It's a good 3D space battle game although it's far too easy. **79%**



## **F15 STRIKE EAGLE II**

**MicroProse: £14.99 Flight Sim**

With great graphics, F15 II was more of a shoot-'em-up than a flight sim, which made it appeal even to those who usually avoid flight sims. **85%**

# s Guide

## F19 STEALTH FIGHTER

**MicroProse: £14.99 Flight Sim**

One of the best flight sims ever released for the ST. It combines great graphics with surprising playability. **90%**

## FIRE AND ICE

**Renegade: £25.99 Platform**

Another console-style platform game with a character that looked a bit too Sonicy for its own good. It's good nevertheless. **83%**

## FIRE FORCE

**ICE: £25.99 Shoot-'em-up**

Remember Green Beret on the 8-bits? Fire Force is very much in that mould. It's a good scrolling shooter. **85%**

## FIREHAWK

**Codemasters: £19.99 Shoot-'em-up**

Codemasters' recent spate of more expensive titles continues with this helicopter shoot-'em-up. Not a bad effort, if a little uninspired. **81%**

## FIRST SAMURAI

**Mirrorsoft: £25.99 Beat-'em-up**

A classic beat-'em-up in its own right. Well programmed and well executed. Often bundled with MegaLoMania now, so it's a great buy. **82%**



## FLIGHT OF THE INTRUDER

**Mirrorsoft: £29.99 Flight Sim**

One of the finest flight games around, which you can play either as a shoot-'em-up or a simulation. Lots of depth. **86%**

## FORMULA ONE GRAND PRIX

**MicroProse: £34.99 Racing**

The ultimate racing simulation. Incredibly realistic and very playable once you get into it. A modern day classic. **94%**

## GOBLIINS

**Coktel Vision: £25.99 Puzzle**

It's French, and it's very weird indeed. Guide your three goblins across various danger-packed screens. Not very logical puzzles, but good fun. **82%**

## GOBLIINS 2

**Coktel Vision: £25.99 Puzzle**

More of the same, but this time with two goblins. Again, the puzzles have illogical solutions, but it's frequently amusing and enjoyable. **85%**



## GRAHAM GOOCH CRICKET

**Audiogenic: £25.99 Sports Sim**

Far and away the best cricket game to date. Delicious presentation and gorgeous gameplay make this a sporting feast. **85%**

## GRAHAM TAYLOR'S CHALLENGE

**Krisolite: £25.99 Sports Sim**

A very involved, although consequently quite slow and tedious soccer management simulation. Not bad, but not wonderful either. **75%**

## HEAD OVER HEELS

**Hit Squad: £7.99 Puzzle and skill**

Bizarre 8-bit game where two animals have to join together to make one big body. No fancy effects, just playable. **88%**



## HEIMDALL

**Core Design: £30.99 Arcade Adventure**

Pillage a village in Core's Viking classic. Huge quest, classy graphics and good all-round island exploring to do. **88%**

## ISHAR 2

**Doze: £29.99 RPG**

The sequel to the acclaimed Ishar is even bigger and even better. The quest will take ages to complete and it's good fun too. **90%**

## INDY JONES & LAST CRUSADE

**Lucasfilm: £29.99 Adventure**

An absorbing and enjoyable graphic adventure that's challenging enough to keep you occupied for a long time. **87%**

## JAMES POND

**GBH: £7.99 Platform**

It may be old now, but that doesn't mean it isn't any good. An enjoyable platform game with fishy jokes galore. **80%**

## JIMMY WHITE'S SNOOKER

**Virgins: £29.99 Sports Sim**

Incredibly smooth graphics and challenging computer opponents mean that you'll stick with this great 3D game for a long while. **90%**



## KICK OFF 2

**Anco: £24.99 Sports Sim**

Until Sensible Soccer came along, this was acknowledged as the best soccer game on the ST. Exceedingly playable, and fast too. **90%**

## KLAX

**Domark: £7.99 Puzzle**

Drop the blocks into columns as they come down the conveyor belt. It's better than it sounds, although it is getting on a little now. **78%**

## KNIGHTMARE

**Mindscape: £25.99 Arcade Adventure**

Heavily influenced by Dungeon Master, but that's no bad thing. Plenty of depth there for adventure game freaks. **90%**



## LEGEND

**Mindscape: £29.99 RPG**

Classic dungeon-romp RPG, similar to Heroquest only superior to it. If polyhedra dice appeal to you, then this should too. **89%**

## LEMMINGS

**Psygnosis: £25.99 Puzzle and Skill**

The game that had many thousands of ST owners tearing their hair out. Saving suicidal green beasts has never been so much fun. **92%**

## LEMMINGS 2

**Psygnosis: £25.99 Puzzle and Skill**  
They're back, and this time instead of a mere 8 types of lemming there are oodles of specialists. Well programmed and challenging. **93%**



## LOTUS ESPRIT TURBO CHALLENGE

**Gremlin: £7.99 Racing**

The game that revolutionised computer racing games. Split screen two player action that was unbeatable until the sequels came along. **88%**

## LOTUS TURBO CHALLENGE 2

**Gremlin: £7.99 Racing**

Very similar to the original, although now boasting full-screen action in one player mode and a checkpoint racetrack system instead of circuits. **89%**

## LOTUS 3:

### THE FINAL CHALLENGE

**Gremlin: £25.99 Racing**

All the features of the first two, plus a track editor. If you've got this you don't need the other two. Very playable and great fun. **91%**



## LURE OF THE TEMPTRESS

**Virgin: £29.99 Adventure**

A superb graphic adventure game of similar quality to the Lucasfilm ones. Beautiful graphics and a realistic "Virtual Theatre" game system. **91%**

## METAL MUTANT

**Doze: £9.99 Arcade**

Robotic wanderings in this arcade blasty affair. It may be getting on a bit but it's still good fun, and it's only a tenner. **85%**



## THE MANAGER

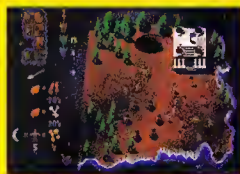
**US Gold: £25.99 Sports Sim**

A competent German football management game with just about everything included, as well as animated match highlights. Up to four can play. **88%**

## MEGALOMANIA

**Mirrorsoft: £25.99 Strategy**

Often bundled with First Samurai. Guide your people from stone age tribe to futuristic civilisation. Wonderful, and with incredible sound too. **90%**



## MEGATRAVELLER

**Empire: £29.99 RPG**

Faithful to the great tabletop RPG, although the in-game graphics are disappointing and the gameplay is sometimes awkward and a bit slow. **80%**

## MICROPROSE GOLF

**MicroProse: £34.99 Sports Sim**

The greatest golf game ever on the ST. It's realistic and playable, and it's a great way to while away those long winter evenings. **90%**



## MIDWINTER 2

**Rainbird: £29.99 Arcade Strategy**

An involving 3D adventure. Liberate 40-odd islands to complete it – a task that'll take a long time and give you stacks of enjoyment in the process. **90%**

## NITRO

**Sizzlers: £7.99 Racing**

The best Super Sprint clone. Up to three players can play at any one time. Unlimited levels means you won't complete it and discard it. **83%**

## NO SECOND PRIZE

**Thalion: £30.99 Racing**

An ultra-fast German motorcycle racing game. Controlling your bike takes practice but it's an engrossing and challenging game. **90%**

## PACIFIC ISLANDS

**Empire: £24.99 Tank Sim**

Heavily tanks to Empire for this one. With lots of depth, you really should shell out for this superb combat simulation. **88%**



## PANG

**Hit Squad: £7.99 Arcade**

Freaky Japanese coin-op style game that's as addictive as hell, especially when it's played in the two-player mode. **82%**

## PANZA KICK BOXING

**Kixx: £9.99 Beat-em-up**

One-on-one beat-em-ups have always been good fun to play with a chum, and PKB is no exception. Nice graphics too. **87%**

## PARASOL STARS

**Ocean: £25.99 Platform**

Bubble Bobble 3 is every bit as playable and cutesy as its predecessors. It's unoriginal, but it's so good it doesn't matter. **89%**



## PLAN 9 FROM OUTER SPACE

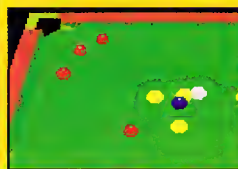
**Gremlin: £34.99 Adventure**

The worst film ever made (and boy, was it bad) turned out to be an OK foundation for a computer game. Nothing stunning, but worth a look. **78%**

## POOL

**Virgin: £29.99 Sports Sim**

Even smoother than its predecessor (Jimmy White's Snooker), it's great fun to play, particularly with a chum to thrash. **90%**



## POPULOUS

**Electronic Arts: £9.99 Strategy**

The game which gave birth to the whole god-game genre is a true classic, and at this price you'd be silly not to add it to your collection. **89%**

## POPULOUS 2

**Electronic Arts: £24.99 Strategy**

A brilliant god-game that deserves a place in everybody's collection. It's got bags of depth and the presentation is great. **92%**



## POWERMONGER

**Electronic Arts: £29.99 Strategy**

Complicated military strategy game from the boys who brought us the Populous games. It can be difficult to get into though. **86%**

## PRINCE OF PERSIA

**Hit Squad: £7.99 Platform**

A true classic in every sense. Addictive gameplay, groovy graphics and a high puzzle factor, and a bargain for just a tenner. **85%**



## PUSHOVER

**Ocean: £25.99 Puzzle and skill**

Despite the numerous mentions of Quavers (who sponsored the game), Pushover is a testing and interesting puzzle game. **87%**

## RAINBOW ISLANDS

**Hit Squad: £7.99 Platform**

A colourful classic and the sequel to Bubble Bobble. It's ridiculously playable and horrifically cute. Great fun. **88%**

## RAMPARTS

**Damark: £24.99 Arcade**

Simple but quite addictive conversion of an Atari game. Try to repel the invaders from your castle. Possibly too repetitive in the long term. **77%**



## REACH FOR THE SKIES

**Virgin: £34.99 Flight Sim**

An excellent and comprehensive WW2 fighter simulation. It's got polished graphics and gameplay that is practically chock-full of excitement. **89%**

## ROBOCOD

**Millenium: £25.99 Platform**

This classic-esque platformer has proved very popular and has stood up to time well. It's still a classy and playable product. **90%**

## ROBOCOP 3

**Ocean: £25.99 Action Adventure**

A welcome break from platform film tie-ins. This 3D adventure boasts great graphics and plenty of fastability. **88%**



## SABRE TEAM

**Krisalis: £25.99 Arcade Strategy**

Join the men in black as they conquer world problems with the aid of a sub-machinegun or two. If you fancy the SAS, this is for you. **85%**

# Buyer's



## SECRET OF MONKEY ISLAND

**Lucasfilm: £29.99 Adventure**

A very amusing and entertaining graphic adventure with an intuitive point-and-click interface that makes playing it a joy. **90%**

## SENSIBLE SOCCER 1.1

**Renegade: £25.99 Sports Sim**

The only soccer game to be on a par with the classic Kick Off 2. Beautifully presented and very playable too. **91%**

## SHADOWWORLDS

**Krisalis: £25.99 RPG**

The sequel to Domark's Shadowlands. As you'd expect it's a considerable improvement. It's a space-based 3D isometric RPG. Good stuff. **83%**



## SHADOW WARRIORS

**Hit Squad: £7.99 Beat-'em-up**

Once again you don your ninja garb and strut fearlessly off to waste hordes of oriental baddies. Originally and old but OK. **80%**

## SHUTTLE

**Virgin: £30.99 Flight Sim**

Incredibly complex and realistic simulation that's difficult to get into but very rewarding when you do. There's a huge manual to read through though. **90%**



## SILENT SERVICE 2

**MicroProse: £24.99 Submarine Sim**

An engaging and detailed simulation that won't appeal to everybody but will certainly keep strategy fans happy for a long time. **83%**

## SLEEPWALKER

**Ocean: £25.99 Platform**

Stop the sleepwalker from falling victim to all manner of perils. The Comic Relief game features a fair dollop of humour. **89%**

## SMASH TV

**Hit Squad: £7.99 Shoot-'em-up**

The arcade game based on the ancient Williams coin-op Robotron. The action's frantic and it's quite well executed. **82%**

## SPACE CRUSADE

**Gremlin: £25.99 RPG**

Based on the Games Workshop/MB boardgame, it combined really atmospheric graphics with quite addictive gameplay. A good effort. **82%**



## SPACE QUEST SERIES

**Sierra: £29.99 Adventure**

Although the Sierra games are now looking more than a little dated, they're well programmed and adventure fans will enjoy them. **89%**



## SPECIAL FORCES

**MicroProse: £29.99 Arcade Strategy**

Get your platoon of marines mercilessly slaughtered in impossible missions in foreign countries. Sort of strategy for beginners. **80%**

## SPEEDBALL 2

**Imageworks: £9.99 Sports Sim**

Futuristic bloodshed from the Bitmap Brothers. Brutality has never been this much fun before. If only all games let you beat up the goalies. **85%**



## STEG THE SLUG

**Codemasters: £7.99 Platform/Puzzle**

You may look like a lump of snot, dumping your way around, but there's more to life as a slug than you'd think. Not a bad little effort. **78%**

## STORM MASTER

**Silmarils: £29.99 Strategy**

French game presentation at its very best. Top graphics and sound feature in this novel approach to the genre. **92%**

## STREETFIGHTER 2

**US Gold: £25.99 Beat-'em-up**

Possibly the greatest arcade game of all time. A good try by US Gold but it just doesn't seem to work as well on computer. **70%**



## STRIKER

**Rage: £25.99 Sports Sim**

A novel 3D "into the screen" approach to simulated footie. All right for a while but too easy to master the techniques needed to win. **79%**

## STUNT CAR RACER

**Microstyle: £9.99 Racing**

Written by Geoff Crammond (who later wrote F1GP), this really is a golden oldie that's worth every penny of the price tag. **87%**

## SUPERCARS 2

**Microstyle: £9.99 Racing**

An overhead viewpoint is not the only unusual feature of this racer - you can shoot missiles at other cars, and there's a two-player mode too. **85%**



## SWIV

**Sales Curve: £24.99 Shoot-'em-up**

A great simultaneous two-player game that was the unofficial sequel to Silk-worm. Great graphics and incredibly challenging gameplay too. **84%**

## TEST DRIVE 2

**Hit Squad: £7.99 Racing**

A reasonable but slightly disappointing driving simulation. Extra data disks are available if you tire of the tracks provided. **71%**

## THUNDERHAWK

**Core Design: £29.99 Flight Sim**

Core's stunningly smooth helicopter sim is based on a fictional gunship. It takes a while to master but learning is worthwhile. **88%**

## TRANSARCTICA

**Daze: £29.99 Strategy**

An original concept this one. The train-related adventure will have you hunched over a hot ST for weeks on end before you complete it. **83%**

## TURRICAN

**Kixx: £7.99 Shoot-'em-up**

Leaping about from platform to platform wasting weird alien things has always been fun, and Turrican is a particularly good example of the genre. **84%**

## TURRICAN 2

**Kixx: £7.99 Shoot-'em-up**

The sequel is even better presented than the original, and the gameplay is varied, even featuring a side-scrolling R-Type like sequence. **85%**

## ULTIMA VI

**Mindscape: £29.99 RPG**

Yet another game for the role-playing fraternity to get to grips with. As usual, there's lots of depth. A hard drive would be handy though. **80%**

## UTOPIA

**Gremlin: £29.99 Strategy**

Create the perfect civilisation if you can. The game's longevity is boosted by the "New Worlds" data disk which is now available. **85%**



## VROOM

**Lankhor: £24.99 Racing**

An incredibly fast racing game. While lacking the realism of F1GP, it's nevertheless an exciting and absorbing challenge. **86%**

## XENON 2: MEGABLAST

**Imageworks: £9.99 Shoot-'em-up**

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### Preface

Thank you for purchasing the ST Reserve 1mb Ram Kit for the Atari ST. This manual will guide you through the installation of the product. The manual has been written for the user to use it for the first time. The manual has been written for the user to use it for the first time. The manual has been written for the user to use it for the first time.

### Disclaimer

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### Important Note

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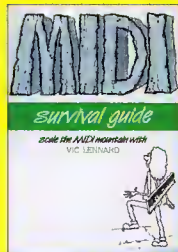
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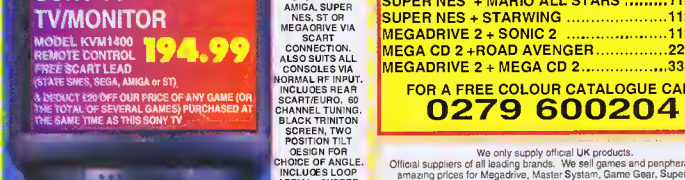
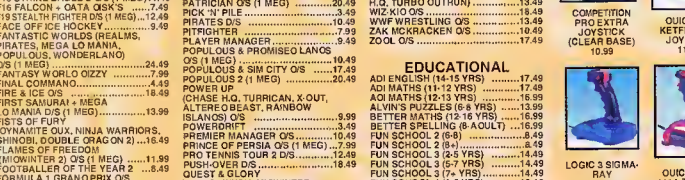
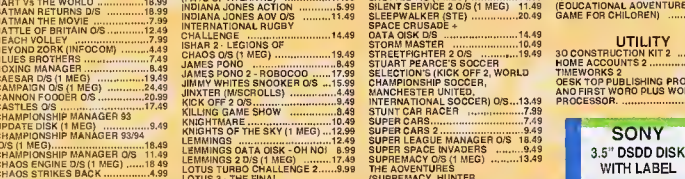
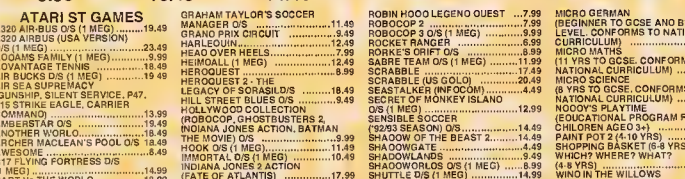
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